

Arnulf's Starlight Sight

This spell grants the recipient creature the ability to see in near darkness. While this spell is in effect, everything looks pale and wan, and everything appears black, white, or gray.

College: Change

Philosophy: Enchantment

Special Effects: Arcane Magic, Change, Enchantment

Effect: Nightvision

Casting Time: 1/2 Phase

Target/Area Affected: Single Creature

Duration: Constant

Range: No Range

Active Cost: 9

Skill Roll Penalty: -0

Real Cost: 4

END Cost: 1

Arnulf's Starlight Sight: *Nightvision - Useable By Other (+1/4), Uncontrolled (Lasts 1 Hour + 1 Hour Per Point By Which The Skill Roll Was Made (+1/2)(9 Active Points); Requires A Power Skill: Enchantment Magic Roll (-1/2), Gestures (-1/4), Incantations (-1/4), Sense Affected As Both Sight Group And Mystic Group (-1/4).*

Spell created by Jack Butler

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